Ex. No. 6	JavaScript Styles and Animation
Date of Exercise	06.09.2023

#### Aim

To create a javascript styles and animation using html, css and javascript.

#### **Description**

- alignContent Sets or returns the alignment between the lines inside a flexible container when the items do not use all available space.
- alignItems Sets or returns the alignment for items inside a flexible container.
- alignSelf Sets or returns the alignment for selected items inside a flexible container.
- animation A shorthand property for all the animation properties below, except the animationPlayState property.
- background Sets or returns all the background properties in one declaration.
- backgroundAttachment Sets or returns whether a background-image is fixed or scrolls with the page.
- backgroundColor Sets or returns the background-color of an element.
- backgroundImage Sets or returns the background-image for an element.
- JavaScript can be used to move a number of DOM elements (<img/>, <div> or
  any other HTML element) around the page according to some sort of pattern
  determined by a logical equation or function.
- setTimeout(function, duration) This function
   calls function after duration milliseconds from now.
- setInterval(function, duration) This function calls function after every duration milliseconds.
- clearTimeout(setTimeout\_variable) This function calls clears any timer set by the setTimeout() functions.

### **Program**

```
1)
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document</title>
  <script src="ex_6_a.js"></script>
  <style>
    div{
      background-color: blue;
      color:white;
      width:300px;
      height:300px;
      border:1px solid red;
      margin:auto;
  </style>
</head>
<body>
  <div id="box">
    Welcome to JS
  </div>
  <br>>
```

```
Select Background-Color
  <input type="color" onchange="changeBGColor(this.value)"><br><br>
  Select Text-Color
  <input type="color" onchange="changeTextColor(this.value)"><br><br>
  Text Size
  <input type="number" onchange="changeSize(this.value)" mix="0" max="50"</pre>
placeholder="20"><br><br>
  Box width
  <input type="text" onkeyup="changewidth(this.value)" ><br><br>
  Box height
  <input type="text" onkeyup="changeheight(this.value)"><br><br>
  Border Radius
  <input type="range" onclick="changeradius(this.value)">
</body>
</html>
function changeBGColor(a){
  var element = document.getElementById('box');
  element.style.backgroundColor = a;
function changeTextColor(b){
  var element = document.getElementById('box');
  element.style.color=b;
}
```

```
function changeSize(b){
  var element = document.getElementById('box');
  element.style.fontSize=b+"px";
}
function changewidth(b){
  var element = document.getElementById('box');
  element.style.width=b+"px";
function changeheight(b){
  var element = document.getElementById('box');
  element.style.height=b+"px";
}
function changeradius(b){
  var element = document.getElementById('box');
  element.style.borderRadius=b+"%";
}
```

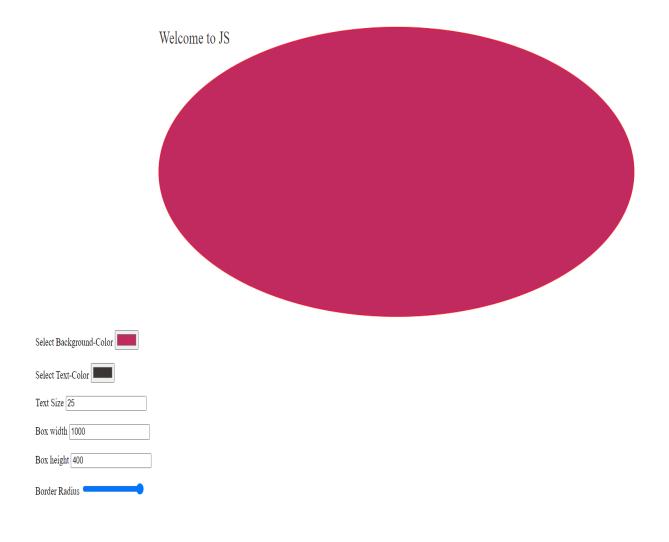
```
2)
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document</title>
  <script src="ex_6.js"></script>
  <style>
    #b1{
       width:1000px;
      height:250px;
      margin-top:50px;
    .i1{
       width:200px;
      height:200px;
    #b2{
    width:75px;
    height:200px;
    background-color:blue;
    float:left;
    z-index: 3;
```

```
right:100px;
    top:19px;
    position:absolute;
    #b3{
    width:100px;
    height:50px;
    background-color:red;
    float:left;
    z-index: 3;
    right:40px;
    top:175px;
    position:absolute;
  </style>
</head>
<body onload="init()">
  <div id="b1">
    <img src="volks.jpeg" id="i1">
  </div>
  <div id="b2"></div>
  <div id="b3"></div>
  <button class="start" onclick="move()">Start</button>
  <button class="stop" onclick="stop()">Stop</button>
  <button class="reset" onclick="reset()">Reset</button>
```

```
</body>
</html>
car = null
timer = null
danger = null
function init(){
  car = document.getElementById('b1');
  car.style.position='relative';
  car.style.left='2px';
  car.style.top='2px';
}
function move(){
  car.style.left = parseInt(car.style.left)+2+"px";
  timer = setTimeout(move,10);
  if(parseInt(car.style.left)>='1000'){
    clearTimeout(timer)
    danger = document.getElementById('b3');
    document.getElementById('b3').innerHTML='Danger';
function stop(){
  clearTimeout(timer)
```

```
function reset(){
  car.style.left='2px';
  danger.style.background = 'none';
  document.getElementById('b3').innerHTML=";
```

# Output



















## Result

The program is executed successfully and the program output is displayed in the web browser.